


EA SPORTS™
P R E S E N T S

SNS-9M-USA



MADDEN



'94

INSTRUCTION BOOKLET


ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND PRECAUTIONS BOOKLET
CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



About the Artists

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-four employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

Avid players and fans of *John Madden Football*, Visual Concepts jumped at the chance of creating the Super NES version. John Schappert, the product's lead programmer, is a tremendous football fan himself, favoring his hometown Miami Dolphins. Currently John has taken a timeout from football to do the college thing.



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SUPER MULTITAP™

The Super Multitap™ lets up to five players butt heads or play as teammates.

Just plug the adapter into Port #2 on the Super NES®, and you're ready to go.

A controller icon corresponding with a colored star for each controller plugged in appears on the Player Select screen.

<u>Player #</u>	<u>Color of Star</u>
1	Yellow
2	Blue
3	White
4	Green
5	Gray

Control Pad *LEFT/RIGHT* to move your controller icon under the team of your choice.

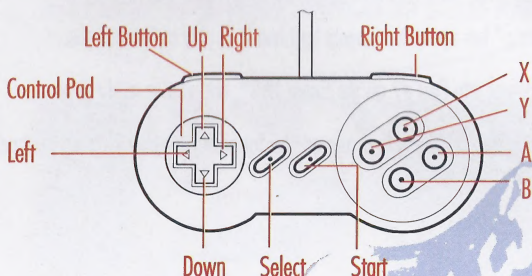
NOTE The Super Multitap™ is not designed for use with the Super NES Scope or the Super NES Mouse.

To learn more about Game options, turn to Setting Up the Game on p. 7.





CONTROLLING THE GAME



Super NES Controller

Pausing the Game

- Press **START**

KICKING

- Kick the ball:
 - 1) Press **B** to set the kicker in motion
 - 2) Press **B** when orange bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.
- Aim the ball: Control Pad **LEFT/RIGHT** while Power Meter is in motion.
- Move the kicking team to onside formation left before the kick:
 - 1) Press **A** to call an audible
 - 2) Press **A** to position team to left
- Move the kicking team back to its original formation:
 - 1) Press **A** to call an audible
 - 2) Press **Y** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control Pad **UP/DOWN/LEFT/RIGHT**: Take control of kick returner.





BEFORE THE SNAP

Offense

- Snap the ball: B
- Call fake snap signal: X
- Call an audible (a different play at the line of scrimmage):
 - 1) Press A The audible indicator appears on the screen.
 - 2) Press A, B or Y to select designated plays. (See Audibles on p. 12.)
- Cancel an audible: X
- Set a man in motion: Control Pad LEFT/RIGHT

NOTE: The ball must be snapped before the 45-second Play Clock reaches zero or the offense will be penalized five yards.

Defense

- Control a different player: B or X
- Call an audible:
 - 1) Press A The audible indicator appears on the screen.
 - 2) Press A, B or Y to select designated plays

AFTER THE SNAP

Offense

Running

- Dive: Y
- "Umph": B
- Spin: A
- Hurdle: X
- Change directions: Control Pad UP/DOWN/LEFT/RIGHT

Passing

- Call up Passing Windows: B
- Pass to the player in window Y: Y
- Pass to the player in window B: B
- Pass to the player in window A: A





Receiving

- Dive for the ball: Y
- Activate the receiver closest to the ball: B
- Jump and raise hands: X

Punting

- See *Kicking* above

No-Huddle Offense

- Call a play in the no-huddle offense: Hold A after the whistle is blown. The playcalling screen for the formation you previously ran appears. Select a play from the formation.

Stop Clock Play

- Run the "QB Stop Clock" play:
 - 1) Hold Y after the whistle is blown.
 - 2) Press B to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control Pad.

Defense

- Dive at ball carrier: Y
- Activate the defender closest to the ball: B
- Jump and raise hands to block a kick or intercept a pass: X

DURING INSTANT REPLAY

- Rewind: (hold) Y
- Run the tape (frame by frame): (hold) X
- Run the tape (normal speed): (hold) B
- Fast Forward: (hold) A
- Move the cursor that isolates the camera on one player or on one specific point on the field:
ControlPad
UP/DOWN/LEFT/RIGHT
Button LEFT/RIGHT
- Rotate field:





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WELCOME TO THE NFL®!

Madden NFL '94 features 80 teams, including 28 1993 NFL teams playing a full 16-game schedule. It also features 12 all-time great franchise teams, 38 Super Bowl teams since 1966 and two "All-Madden" teams. These are the greatest teams ever assembled! If you've ever wondered how the rugged teams of old would match up against the flashy teams of today, this special edition will give you some insight. All we're missing is the grass stain on the uniforms.

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Port #1 on the Super NES.

If you're playing against a friend, plug the other Controller into Port #2.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch.

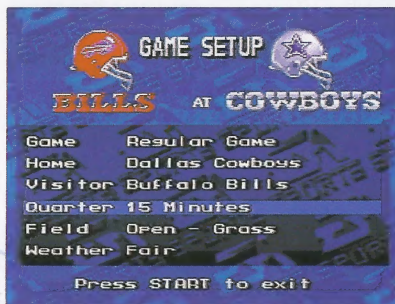
The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

5. When Coach Madden's picture appears, press **START** to see the credits. Press **START** again to bring up the *Game SetUp* screen.





SETTING UP THE GAME



Use the Game Setup screen to customize your contest.

- Cycle through options: Control Pad UP/DOWN.
- Cycle through choices for the selected option: Control Pad LEFT/RIGHT.

(Defaults in **Bold** type)

GAME

REGULAR GAME: Play against the computer or a friend. Stats and records don't count.

ENTIRE SEASON: (Available only for 1993 teams) Play a season from beginning to end. Play one or all of the games and take any team to the Super Bowl.

SUDDEN DEATH: Play a sudden death overtime period.

PLAYOFFS:

1993 Playoffs:	28 1993 Teams
Championship Playoffs:	38 Teams of the Past
Franchise Playoffs:	12 Franchise Teams

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on page 24.

RESTORE SEASON: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a regular season game to select this mode.) *Turn to Restoring a Season and Playoff Standings on p. 26 to learn more about restoring a season.*





HOME

Select the team playing for the home crowd.

VISITOR

Select the visiting team.

Note: When you're playing in a tournament, the computer decides which player is the home team.

QUARTER

15 MINUTES

2 MINUTES

5 MINUTES

10 MINUTES

FIELD

OPEN - GRASS

OPEN - TURF

DOMED - TURF

WEATHER

The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR

WINDY

RAIN

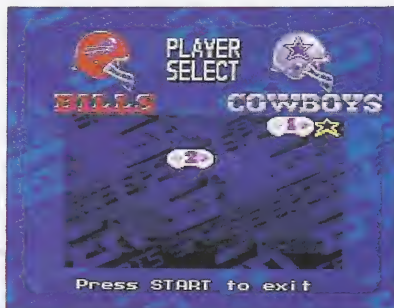
SNOW

CHANGEABLE

When you've set up the game to your liking, press **START**.



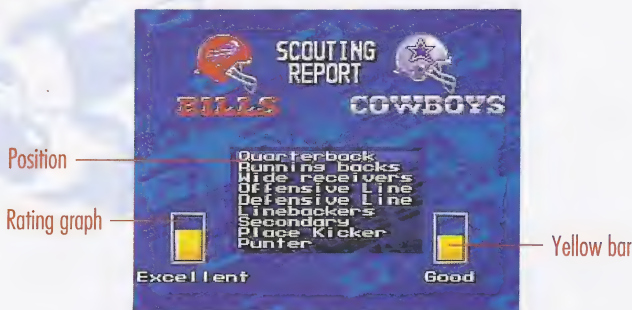
The **PLAYER SELECT** screen appears.



- Players select your teams: Control Pad **LEFT**/**RIGHT** to move the controller icon (on the screen) under the team helmet of your choice, then press **START** to exit.

PLAYING A REGULAR GAME

THE SCOUTING REPORT



When you exit the *Player Select* screen, The Scouting Report appears. Here both teams are compared in nine major areas. The higher the yellow bar in a team's rating graph, the more talent the team has in that area.

Press **START** to exit.





COIN TOSS/WIND



Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Press the Control Pad **LEFT/RIGHT** to toggle between Heads and Tails before the coin hits the ground.



If you lose the toss, you must choose a goal to defend. Look at the wind sock to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **Y** to defend the home team's goal or **B** to defend the visiting team's goal.



RECEIVING THE KICK

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing the Control Pad.

Press the Control Pad in the direction you want the player with the star to move.

KICKING



Power Meter

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **B** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **B**.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.

Onside Kick

1. Press **A** to call an audible.
2. Press **A** again to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **Y**.)

3. Press **B** to start the Power Meter.
4. Press **B** again immediately while pressing the Control Pad **RIGHT**.





OFFENSIVE COORDINATION

Madden NFL '94 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.

Press the Control Pad **UP/DOWN** to toggle through sets, formations, and plays. Press **A**, **B** or **Y** to choose the set, formation or play in the corresponding box. (See **FORMATIONS** on page 27 for descriptions of each set and formation.)

*You can change your mind before you call a play by pressing the **LEFT** or **RIGHT** Triggers. This takes you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout or take a delay of game penalty.*

AUDIBLES

An audible changes the play at the line.

1. Press **A**. The Audible Indicator appears on the screen.
2. Press **A**, **B** or **Y** to select an audible.

Offensive Audibles

Hail Mary	Press A
HB Toss Sweep	Press B
Play Action	Press Y

Defensive Audibles

4-3 Monster Blitz	Press A
3-4 Wide Zone	Press B
4-3 Jam Middle	Press Y



SET AUDIBLES

You can program up to three offensive (and three defensive) audibles at any time between plays or whenever you're at the Game Paused screen

■ To Set Audibles:

- 1) From the Game Paused screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press any button.

The SET AUDIBLES screen appears.



- 2) Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press any button to select.

The FORMATION screen appears.

- 3) Control Pad **UP/DOWN** to highlight the formation of your choice, then press the button corresponding to the formation to select.

The PLAYCALLING screen appears.

- 4) Control Pad **UP/DOWN** to highlight the play of your choice, then press the button corresponding to the play.

The GAME PAUSED screen appears. Press **START** to return to the action.

HINT: A fake snap might draw the defense offsides.

Press **X**





RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Dive

Press Y

"Umph"

Press B

Spin

Press A

Hurdle

Press X

PASSING

There are three receivers for every passing play, represented by the Y, B and A buttons. Pass to a receiver by pressing the corresponding button.



At the line of scrimmage you can send a receiver in motion by pressing the Control Pad **LEFT/RIGHT**.

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play or you can press the button that matches the window of the intended receiver.



TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to press **B** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross.



Yellow
circled cross

Press **B** to switch control to the intended receiver, then use the Control Pad to guide the receiver to the spot if he's not already there. Also, you can press **X** to raise the receiver's hands. This increases the chance of catching the ball.

- Reach for the ball: Press **X**

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage in one of two ways:

- Press **A** right after the whistle.
- or
- Select "No Huddle" from the Play Select screen. After the next play, the Play Select screen appears. It shows six plays, one of which is the play you just ran.





If you choose to run one of the the plays from the previously run formation, your team returns to the line of scrimmage without a huddle.

If you use the Control Pad to scroll through other plays, your team huddles up and, thus, takes more time off the clock.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of timeouts and you have an extra down to play with.

- Run a "Stop Clock" play: Press Y

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the half is over.

- To replace your quarterback:
 - 1) Press **START** to pause the game, then press the Control Pad **DOWN** to SUBSTITUTE QB.
 - 2) Press any button. Your quarterback is substituted, and you return to the playcalling screen.

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the defense it ran the previous play. (See page 30 for a description of each set and formation.)

After calling a defensive play, you can select the man you want to control by pressing **B** or **X** until the star appears under that player.





The most important command to know on defense, after the ball is snapped, is the **B** button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

- Dive at ball carrier: **Y**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **X**

TWO PLAYER—TEAMMATES

When playing in the *Teammates* mode, the player with Controller 1 controls the man on the YELLOW star. The player with Controller 2 controls the player on the BLUE star. On offense, the player with Controller 1 "is" the quarterback and is responsible for calling the plays and snapping the ball.

The player with Controller 2 may use the **B** button to take control of any of the other players on the field. In most cases, the Control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line, as Madden himself once did.

On passing plays, the player with Controller 2 can press to become the intended receiver after the quarterback passes the ball. On running plays, the player with Controller 2 must move the blue star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, Controller 1 automatically controls the ball carrier.

On defense, your team benefits most if you take control of a linebacker or blitzing lineman.

When playing with the Super Multitap:

<u>Player #</u>	<u>Color of Star</u>
Player 1	Yellow
Player 2	Blue
Player 3	White
Player 4	Green
Player 5	Gray





PAUSE/TIMEOUTS

Each team is allowed 3 timeouts per half.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to CALL TIMEOUT, then press any button.

The Play Call screen appears, and the playclock is reset to 45 seconds. Notice that one of your team's Timeout indicator lights is now off.

STATISTICS

GAME STATS		
	Cowboys	Bills
Score	0	8
First Downs	1	-
Total Plays/Yards	6/ 23	1/ 35
Rushing Plays/Yards	-	1/ 35
Passing Plays/Yards	6/ 23	-
Passing	2/ 6/ 0	-
Up and down to view stats. Left and right for more stats. Press START to exit.		

To view the Statistics for a game:

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Statistics.
- 3) Press any button.



INSTANT REPLAY



- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to highlight Instant Replay, then press any button.
- 3) Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Hold **Y**: Rewind

Hold **X**: Replay Frame by Frame

Hold **B**: Replay at Normal Speed

Hold **A**: Fast Forward

Press **LEFT or RIGHT button**: Rotate Field

Press **START**: Stop Replay/Resume Game

If you wish to isolate a particular player or a particular portion of the field, use the Control Pad to position the yellow box over the player or portion of the field you want to isolate, then follow the above instructions.





PLAY CALL MODE

Madden NFL '94 features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

■ Select Bluff Mode or Direct Mode from the Pregame screen or the Game Paused screen:

- 1) Control Pad (**DOWN**) to Play *Call Mode*.
- 2) Press any button. The Play Call Mode screen appears.



- 3) Control Pad (**UP/DOWN**) to highlight the option of your choice.
- 4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Direct Mode* is the default mode.

- Call a play in Direct Mode: Control Pad (**UP/DOWN**) to move any of the three boxes over the play you wish to call, then press the button corresponding to that box.
- Call a play in Bluff Mode: Control Pad (**UP/DOWN/LEFT/RIGHT**) to move the box over the formation you wish to call, then press **B**.





- Bluff the call: Control Pad (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to pretend to call, then press B.

When you press B, you hear the same "select" sound you hear when you press Y, but no play is called. In addition, you can choose more than one play with the Y button; only the last play you choose with the Y button is run.

- Exit the Play Call screen: A

SET MADDENISMS

You can play the game with John Madden's searing commentary, or you can play it and call it on your own.

- Turn Maddenisms on or off from the Game Paused screen:
 - 1) Control Pad (DOWN) to *Set Maddenisms*.
 - 2) Press any button. The Maddenism Selection screen appears.



- 3) Control Pad (UP/DOWN) to highlight the option of your choice.
- 4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Maddenisms On* is the default mode.





DRIVE SUMMARY

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Drive Summary.
- 3) Press any button.

The Drive Summary screen appears.

	Plays	Yards	Time of Possession
Rushing	000	0	
Passing	000	47	1:42
Penalties	000	0	
Total	0	49	

Yards	Play	Yards	Play	Yards	Play
23 yards	Incomplete Pass		Incomplete Pass		
	Pass for 24 yards		Run for -1 yard		
	Run for 2 yards				
40	50	40	30	20	10

Use control pad to scroll
Press START to exit

- 4) Press **START** to return to the previous screen.

NOTE: If you don't see every play you ran during a drive, Control-Pad (**UP/DOWN/LEFT/RIGHT**) to scroll through the entire drive summary.

PLAYING A FULL SEASON

Now for the first time you can play a full 16-game NFL season with all 28 NFL teams. You can even play every game in the entire season and playoffs. Each week simply select the game or games you want to play, then go at 'em one at a time. Madden NFL '94 keeps a close eye on all season games and provides you with up-to-the-minute conference standings.

- To Play an Entire Season: From the GAME SETUP screen, Control Pad **RIGHT** to ENTIRE SEASON, then press **START**.





The NFL Schedule for Week #1 appears.

- To Play a game: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of Week #1's games as you want, but you must play at least one game to advance to the next week's schedule.

If you don't like the matchups you see, press **SELECT**. A new NFL SCHEDULE FOR WEEK #1 appears.

When you have selected the game(s) you want to play, press **START**.

The **PLAY OPTIONS** screen appears. Choose the quarter length, then press **START**.

NOTE You can't alter the field conditions or the weather in season games.

The **PLAYER SELECT** screen appears. Choose teams now.

The **SCOUTING REPORT** appears. You play a Season game the same way you play a Regular game.

AFTER A SEASON GAME

After a Season game, John Madden gives a post-game review, and the NFL SCHEDULE FOR WEEK #2 appears.

VIEWING TEAM SCHEDULES

From the NFL Schedule screen you can check out each team's schedule, the current standings for each conference, and the password you need to save your season in progress.

- To View a team's schedule: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup which contains the team whose schedule you want to view, then press **Y**.





The Team Schedule for the top team appears. You can view the Team Schedules for any team on the top team's schedule.

- To view the Team Schedule for another team: Control Pad **UP/DOWN** to highlight the team of your choice, then press **B**.

Team Schedule for that team appears. To return to the NFL Schedule screen, press **START**.

VIEWING CONFERENCE STANDINGS

- To View Conference Standings: Press **A**.

The standings for the conference represented by the top team appears. To view the standings of other conferences, Control Pad **LEFT/RIGHT**. To return to the NFL Schedule screen, press **START**.

SAVING A SEASON

The Password lets you save any number of seasons in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From the NFL Schedule screen, Press **X**. The Current Password appears.

Press **START** to return to the NFL Schedule screen.

To learn how to restore a season-in-progress, turn to Restoring Season and Playoff Standings on p. 26.

ENTERING THE PLAYOFFS

Madden NFL '94 features three types of playoffs: one featuring the 1993 teams, one featuring the best teams ever, and one featuring the best franchise teams (players who played on the same team in different eras). All three types of playoffs work the same way.

- To Enter the Playoffs: From the **GAME SETUP** screen, Control Pad **LEFT/RIGHT** to highlight 1993 Playoffs, Champion Playoffs or Franchise Playoffs.

- To Select a team (Remember, you can play with any team.):



- 1) Control Pad **DOWN** to highlight the Visiting team.
- 2) Control Pad **LEFT/RIGHT** until the team of your choice appears.
- 3) When you're ready to go, press **START**.

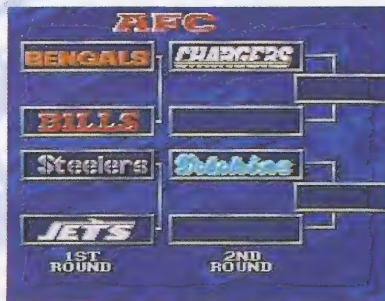
The WILD CARD PLAYOFF screen appears.

- To Select a matchup: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of the Wildcard games as you want, but you must play at least one game to advance to the next round.

When you've selected the game(s) you want to play, press **START**. The **PLAYOFF TREE** appears.



- Control Pad **LEFT/RIGHT** to scroll the Playoff Tree.

When you're ready to move on, Press **START**. The **PLAY OPTIONS** screen appears.

Set up the quarter length as you would any other game, then press **START**.

NOTE You can't alter the field conditions or the weather in Playoff Games.

The **PLAYER SELECT** screen appears. Choose teams now, then press **START**.





The SCOUTING REPORT appears. Play a Playoff game as you would play a Season game.

AFTER A PLAYOFF GAME

After a Playoff game, John Madden gives a post-game review, and the DIVISIONAL PLAYOFFS screen appears. Select your game(s) as before, then press **START** to advance to the Playoff Tree.

SAVING THE PLAYOFFS

The Password lets you save the Playoffs in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From a Playoff screen, Press X. The Current Password appears.

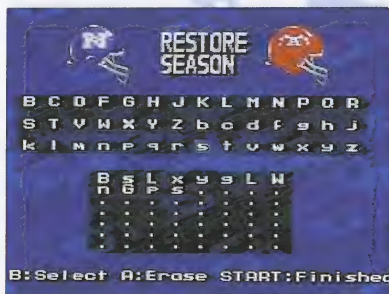
Press **START** to return to a Playoff screen.

To learn how to restore the playoffs-in-progress, see Restoring Season and Playoff Standings below.

RESTORING SEASON AND PLAYOFF STANDINGS

Madden NFL '94 saves any number of seasons-in-progress or playoffs-in-progress.

- To restore a season or a playoff:
 - 1) From the Game Setup menu, Control Pad **LEFT/RIGHT** to highlight **RESTORE SEASON**, then press **START**.





The RESTORE SEASON screen appears.

- 2) Press the Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the first character of your password, then press **B** to select the character.

(If you make a mistake, highlight the mistaken character and press **A**.) Repeat until you have completely entered your password, then press **START**.

FORMATIONS

NOTE: The "Flip" button on the playcall window lets you change the direction of any play. When you Flip, each play is run in the opposite direction. In other words, if you flip a sweep to the right, it becomes a sweep to the left.

■ There are two ways to Flip the plays in the playcall window:

- 1) Control Pad **LEFT/RIGHT** to highlight FLIP.
- 2) Press **B**. Now select the play as you would otherwise.
or
Press **X**

Below is a list of the available formations.

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.





FAR and NEAR

These terms simply describe where the halfback lines up. He's either far from or near to the strong side of the offensive line, that's the side where the tight end lines up.

I FORMATION

Two backs line up directly behind the quarterback. A great formation from which to run dives, sweeps and screens.

SINGLE BACK "JUMBO"

Two tight ends and one halfback make this a good rushing formation.

OFFENSIVE PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside



wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.





POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.

DEFENSIVE PLAYS

FORMATIONS

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.





NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations and sets (see DEFENSE, above). You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.





TEAMS

1993 Teams

AFC Central

Steelers
Oilers
Browns
Bengals

AFC East

Jets
Dolphins
Colts
Bills
Patriots

AFC West

Seahawks
Raiders
Chiefs
Chargers
Broncos

NFC Central

Vikings
Packers
Lions
Buccaneers
Bears

NFC East

Redskins
Giants
Eagles
Cowboys
Cardinals

NFC West

Saints
Rams
49ers
Falcons

1993 All-Madden Team

20-Year All-Madden Team





Super Bowl Teams Since 1966

Kansas City 66
Oakland 67
Baltimore 68
Kansas City 69
Dallas 71
Miami 72
Pittsburgh 75
Oakland 76
Denver 77
Pittsburgh 78
Philadelphia 80
San Francisco 81
Washington 82
San Francisco 84
New England 85
New York 86
Denver 87
San Francisco 89
Buffalo 90

Green Bay 66
New York 68
Minnesota 69
Baltimore 70
Washington 72
Minnesota 73
Dallas 75
Minnesota 76
Dallas 77
Los Angeles 79
Oakland 80
Cincinnati 81
Los Angeles 83
Miami 84
Chicago 85
Washington 87
Cincinnati 88
New York 90
Washington 91

All Star Franchise Teams Since 1950

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Raiders
Colts
Chiefs
Browns
Steelers

NFC

Cowboys
Giants
Redskins
Packers
49ers
Bears





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MADDEN NFL '94 SUPER BOWL PLAYER RATINGS



NATIONAL FOOTBALL CONFERENCE



AMERICAN FOOTBALL CONFERENCE



PITTSBURGH STEELERS 1978

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	12	11	10	4	4
QB2	15	9	1	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	20	10	9	10	9
RB2	30	8	8	10	9
FB	32	12	14	13	7

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	82	12	6	3	7
WR2	88	11	9	4	9
WR3	86	3	2	0	9
WR4	83	3	2	0	9
TE1	84	5	4	2	4
TE2	89	4	3	1	4

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	255	261	14	10	3
LG	250	252	14	11	3
C	250	250	12	10	3
RG	242	245	10	6	6
RT	240	240	10	6	6

LINEBACKERS					
NO.	SPEED	TACKLING	ABILITY	AWARENESS	
LLB	59	13	12	12	15
NLB	56	13	11	12	15
PLB	56	7	4	9	8

DEFENSIVE BACKS					
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS	
SS	31	12	13	11	12
FS1	23	12	13	12	11
FS2	23	12	13	12	11
LCB1	29	8	13	14	13
LCB2	30	7	12	14	13
FS2	28	7	13	6	10

SPECIAL TEAMS					
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	10	9	2	NR	30
P	5	7	5	PR	83

WASHINGTON REDSKINS 1987

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	17	4	9	3	3
QB2	10	6	6	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	24	9	8	6	11
RB2	35	8	7	6	11
FB	38	11	10	10	3

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	83	12	9	6	8
WR2	84	13	10	7	4
WR3	81	7	7	4	5
WR4	89	9	5	3	4
TE1	85	3	4	2	6
TE2	86	3	5	2	4

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	266	305	15	13	
LG	263	287	10	8	5
C	261	261	13	11	
RG	272	272	10	8	
RT	295	295	10	8	

LINEBACKERS					
NO.	SPEED	TACKLING	ABILITY	AWARENESS	
LLB	55	10	4	8	10
NLB	55	7	4	8	7
PLB	57	8	4	8	7

DEFENSIVE BACKS					
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS	
SS	40	12	7	11	12
FS1	23	13	9	13	13
FS2	23	13	9	13	13
LCB1	28	11	8	12	11
LCB2	29	7	7	6	7
FS2	31	6	9	6	6

SPECIAL TEAMS					
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	6	5	5	NR	35
P	12	6	5	PR	80

LOS ANGELES RAMS 1979

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	15	7	10	4	4
QB2	12	6	9	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	26	12	12	11	9
RB2	30	8	8	10	9
FB	32	10	9	9	9

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	86	11	8	4	7
WR2	80	3	2	2	4
WR3	84	5	2	2	4
WR4	87	6	3	1	5
TE1	86	5	2	1	5
TE2	86	3	4	1	5

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	277	268	8	6	
LG	272	260	8	6	
C	273	243	12	10	
RG	262	252	12	10	
RT	265	255	11	9	

LINEBACKERS					
NO.	SPEED	TACKLING	ABILITY	AWARENESS	
LLB	73	11	3	10	11
NLB	73	11	3	10	11
PLB	59	6	4	9	6
PLB	59	6	3	7	7

DEFENSIVE BACKS					
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS	
SS	49	10	11	10	10
FS1	27	11	11	10	11
FS2	27	11	11	10	11
LCB1	26	11	11	11	11
LCB2	27	5	11	8	8
FS2	28	4	11	5	4

SPECIAL TEAMS					
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	9	5	5	NR	37
P	13	6	5	PR	25

DENVER BRONCOS 1987

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	7	15	10	6	6
QB2	12	2	9	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	23	10	11	9	5
RB2	33	7	7	6	6
FB	30	4	4	5	5

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	82	11	9	3	8
WR2	82	13	13	6	8
WR3	80	11	5	4	5
WR4	81	5	5	2	5
TE1	88	9	7	3	5
TE2	89	3	6	3	5

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	270	259	9	6	
LG	264	264	9	6	
C	265	259	9	6	
RG	269	269	9	6	
RT	269	269	9	6	

LINEBACKERS					
NO.	SPEED	TACKLING	ABILITY	AWARENESS	
LLB	73	11	3	10	11
NLB	73	11	3	10	11
PLB	59	6	4	9	6
PLB	59	6	3	7	7

DEFENSIVE BACKS					
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS	
SS	49	10	11	10	10
FS1	27	11	11	10	11
FS2	27	11	11	10	11
LCB1	26	11	11	11	11
LCB2	27	5	11	8	8
FS2	28	4	11	5	4

SPECIAL TEAMS					
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	9	5	5	NR	37
P	13	6	5	PR	25

PHILADELPHIA EAGLES 1980

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	9	11	10	4	4
QB2	9	10	10	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	31	11	11	10	12
RB2	33	8	8	10	9
FB	30	7	6	10	9

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	87	11	10	6	8
WR2	85	12	8	6	9
WR3	80	3	2	2	4
WR4	89	5	4	2	4
TE1	84	9	6	4	5
TE2	86	3	5	2	5

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	275	276	12	9	
LG	260	262	12	9	
C	264	264	12	9	
RG	259	259	12	9	
RT	264	264	14	11	

LINEBACKERS					
NO.	SPEED	TACKLING	ABILITY	AWARENESS	
LLB	55	10	5	10	11
NLB	51	9	7	8	9
PLB	58	10	6	8	9
PLB	53	5	4	6	5

DEFENSIVE BACKS					
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS	
SS	33	13	9	8	9
FS1	22	14	9	13	14
FS2	22	14	9	13	14
LCB1	24	11	8	10	11
LCB2	26	5	9	5	5
FS2	27	5	10	4	5

SPECIAL TEAMS					
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	1	12	3	NR	36
P	4	6	3	PR	89

CINCINNATI BENGALS 1988

PLAYER RATINGS

QUARTERBACKS					
	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	11	10	5	5
QB2	15	0	8	3	3

RUNNING BACKS					
	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	21	12	13	12	8
RB2	32	9	9	14	7
FB	30	11	14	11	7

RECEIVERS					
	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	85	13	7	4	7
WR2	81	15	10	7	12
WR3	75	7	4	2	3
WR4	89	5	4	2	4
TE1	82	7	6	3	5
TE2	87	3	3	1	4

DEFENSIVE LINE					
	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	78	277	15	13	
LG	76	280	10	8	
C	54	275	10	8	
RG	65	276	13	11	
RT	74	286	10	8	

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
10	13	8	5	4
16	10	1	4	2
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
33	7	8	5	4
20	2	5	4	3
39	5	2	4	3
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
86	8	6	3	5
87	5	3	3	5
82	4	5	2	4
81	5	3	2	4
89	6	3	2	4
84	7	5	5	5
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	236	8	5	5
78	259	8	5	5
72	269	8	5	5
67	266	8	4	4
76	289	8	5	5
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
56	7	8	7	7
77	9	10	9	7
79	10	9	8	8
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
49	14	14	11	11
27	15	10	10	15
29	12	11	11	12
34	12	11	11	12
24	8	8	7	8
21	8	8	5	6
42	6	8	5	6
SPECIAL TEAMS				
K	P	NR	PR	RT
9	4	12	8	9
5	14	7	8	2

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
15	7	10	6	6
17	8	11	4	3
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
23	9	9	5	4
35	9	4	5	3
48	7	3	2	8
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
84	10	8	3	9
80	4	10	8	2
82	4	6	2	6
81	4	6	3	4
85	4	3	3	4
89	4	3	3	4
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	296	11	7	7
79	270	8	5	4
61	259	8	5	4
72	304	8	5	4
77	306	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	11	11	10	11
50	11	11	10	11
54	11	11	10	11
58	15	13	15	15
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
30	11	14	12	11
33	14	14	14	13
42	13	12	12	13
30	13	12	12	13
21	12	13	12	12
34	14	13	14	14
32	11	12	11	11
SPECIAL TEAMS				
K	P	NR	PR	RT
8	4	15	8	2
4	9	4	34	12

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
15	7	10	6	6
12	3	7	4	2
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
29	9	9	7	5
36	6	6	5	4
35	2	2	7	1
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
83	10	5	2	6
89	12	1	1	4
88	6	6	5	5
84	6	6	5	5
87	4	4	3	4
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
68	256	7	7	7
75	256	8	6	4
72	260	8	7	7
77	256	8	7	7
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	11	11	11	11
50	11	11	11	11
54	11	11	11	11
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
20	8	10	8	9
33	14	13	14	14
48	11	12	11	11
36	14	13	14	14
46	12	14	12	12
25	10	10	10	10
42	8	9	9	8
SPECIAL TEAMS				
K	P	NR	PR	RT
18	15	6	41	9
6	8	5	81	10

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
12	10	8	4	4
17	0	3	3	2
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
25	10	7	8	4
39	9	4	8	4
33	10	7	3	11
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
83	10	5	2	10
89	7	3	2	6
84	7	3	2	6
81	6	3	2	6
87	3	3	4	3
89	5	6	3	5
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
72	292	10	7	7
77	306	10	7	7
63	281	12	9	7
71	311	10	8	8
73	295	10	8	8
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
57	12	13	13	13
56	12	13	13	13
50	11	11	11	11
55	14	13	14	13
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
26	12	13	12	12
24	13	12	12	13
31	14	13	14	14
22	14	12	14	14
26	14	12	14	14
27	9	8	9	9
29	10	10	10	10
SPECIAL TEAMS				
K	P	NR	PR	RT
3	10	11	81	10
10	9	3	81	10

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
18	4	4	4	4
10	3	4	4	2
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
42	10	10	10	6
36	5	4	2	1
32	10	4	5	10
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	4	2	7
89	8	4	2	7
84	12	4	1	5
82	5	2	2	4
81	4	3	2	4
83	4	3	2	4
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
73	286	4	6	6
51	285	4	6	6
65	284	4	6	6
76	276	4	6	6
66	256	4	6	6
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
59	10	9	9	9
94	10	11	11	11
97	14	12	13	14
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
25	11	12	11	11
41	11	13	13	11
27	12	12	12	12
29	12	12	13	12
26	7	8	7	8
31	8	7	7	8
42	9	11	10	9
SPECIAL TEAMS				
K	P	NR	PR	RT
4	14	12	42	11
14	9	3	42	11

ALL-TIME AFC PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
16	13	8	5	4
10	4	4	4	2
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
21	12	11	10	6
28	10	8	6	8
35	7	9	8	8
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
89	13	11	8	13
82	9	9	2	7
85	9	8	2	7
84	5	2	2	4
81	4	3	2	4
83	4	3	2	4
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
73	286	4	6	6
51	285	4	6	6
65	284	4	6	6
76	276	4	6	6
66	256	4	6	6
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
59	10	9	9	9
94	10	11	11	11
97	14	12	13	14
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
25	11	12	11	11
41	11	13	13	11
27	12	12	12	12
29	12	12	13	12
26	7	8	7	8
31	8	7	7	8
42	9	11	10	9
SPECIAL TEAMS				
K	P	NR	PR	RT
4	14	12	42	11
14	9	3	42	11

ALL-TIME AFC PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANG.	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	12	12	9	3
QB2	3	15	9	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	32	13	14	12	12
RB2	28	9	9	9	9
HRZ	40	9	9	9	9

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	21	14	10	7	4
WR2	25	9	12	4	7
WR3	81	10	10	2	6
WR4	84	8	10	4	7
YE1	87	8	8	4	7
TE2	45	7	6	3	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	284	15	10
LG	63	255	15	10
C	6	270	12	9
RT	70	274	7	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	30	8	10	9	11
DE	72	7	10	10	11
DE	77	7	6	14	11
RE	83	7	14	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
L.O.L.B.	82	7	11	11	12
L.R.L.B.	55	7	9	11	9
L.R.L.B.	53	8	10	10	12
R.H.L.B.	41	7	5	10	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	43	10	12	11	10
FS1	29	11	11	11	12
FS2	37	13	9	14	13
RCB1	34	15	11	15	15
RCB2	43	8	11	9	8
LCB2	42	8	9	10	8
FSB2	26	14	10	13	14

SPECIAL TEAMS

NO.	RANK	ACCURACY	NO.	SPEED	AGILITY	BUNT TACKLES
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NATIONAL FOOTBALL CONFERENCE



CHICAGO BEARS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	10	10	7
QB2	10	2	7	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	35	9	8	5
RB2	35	9	4	5
FB	35	9	4	5

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	6	8	5
WR2	82	6	7	5
WR3	80	4	3	2
WR4	81	7	4	4
TE1	85	5	4	6
TE2	48	4	3	4

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE	70	279	11	8
DE	62	273	11	8
DE	53	271	7	7
DE	75	283	6	9

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	54	10	8	11
LB2	51	10	6	9
LB3	55	9	10	9
LB4	52	10	9	10

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	23	10	10	10
FS1	23	10	10	10
FS2	23	10	10	10
RCB1	23	10	10	10
RCB2	23	10	10	10
RCB3	23	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	6	3
P	17	9	3	6

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE	93	5	7	7
DE	72	7	7	7
DE	76	8	8	7
DE	95	11	9	8

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	54	10	8	11
LB2	51	10	6	9
LB3	55	9	10	9
LB4	52	10	9	10

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	23	10	10	10
FS1	23	10	10	10
FS2	23	10	10	10
RCB1	23	10	10	10
RCB2	23	10	10	10
RCB3	23	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	6	3
P	17	9	3	6

DALLAS COWBOYS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	13	14	5
QB2	7	10	10	5

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	22	15	15	15
RB2	25	9	2	7
FB	48	9	2	7

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	13	14	15
WR2	80	11	4	4
WR3	82	9	2	3
WR4	86	8	2	3
TE1	84	8	2	3
TE2	87	3	3	2

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE	71	282	12	11
DE	61	312	12	10
DE	63	272	11	10
DE	63	283	11	10
DE	79	322	12	10

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	57	13	15	15
LB2	58	12	11	12
LB3	56	13	15	15
LB4	57	13	15	15

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	14	13	14
FS1	37	14	13	14
FS2	37	14	13	14
RCB1	26	15	15	15
RCB2	26	15	15	15
RCB3	26	15	15	15

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	2	10	8	5
P	4	10	8	5

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE	92	12	11	12
DE	75	11	14	10
DE	87	11	14	10
DE	94	13	11	12

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	57	13	15	15
LB2	58	12	11	12
LB3	56	13	15	15
LB4	57	13	15	15

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	14	13	14
FS1	37	14	13	14
FS2	37	14	13	14
RCB1	26	15	15	15
RCB2	26	15	15	15
RCB3	26	15	15	15

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	2	10	8	5
P	4	10	8	5

ATLANTA FALCONS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	10	5
QB2	3	5	10	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	28	6	5	3
RB2	44	9	5	3
FB	38	5	4	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	14	9	3
WR2	80	10	13	8
WR3	82	7	7	8
WR4	85	7	4	3
TE1	88	3	3	3
TE2	83	6	3	2

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE	73	279	12	5
DE	66	285	11	7
DE	64	284	9	4
DE	75	281	10	4
DE	70	300	11	4

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	52	7	6	7
LB2	54	9	8	5
LB3	55	8	9	5
LB4	56	7	7	6

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	10	9	8
FS1	25	11	7	8
FS2	25	11	7	8
RCB1	25	14	9	11
RCB2	24	8	7	7
RCB3	24	8	7	7

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	9	13	11	3
P	17	8	7	3

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE	76	9	9	9
DE	97	5	7	6
DE	97	5	7	6
DE	99	6	6	6

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	52	7	6	7
LB2	54	9	8	5
LB3	55	8	9	5
LB4	56	7	7	6

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	10	9	8
FS1	25	11	7	8
FS2	25	11	7	8
RCB1	25	14	9	11
RCB2	24	8	7	7
RCB3	24	8	7	7

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	9	13	11	3
P	17	8	7	3

DETROIT LIONS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	6	10	5
QB2	9	7	10	5

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	20	13	4	2
RB2	34	4	4	2
FB	26	4	4	2

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	10	9	3
WR2	86	8	6	3
WR3	86	6	3	3
WR4	84	11	10	8
TE1	89	3	3	4
TE2	82	3	4	3

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE	70	287	8	8
DE	64	285	6	6
DE	64	281	7	7
DE	72	284	6	6
DE	76	277	6	6

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	9	7	7
LB2	58	9	7	7
LB3	59	14	11	14
LB4	59	11	11	11

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	10	10	10
FS1	36	9	10	10
FS2	36	9	10	10
RCB1	32	10	10	10
RCB2	32	10	10	10
RCB3	32	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	4	8	10	3
P	6	12	7	3

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE	93	5	7	7
DE	90	6	8	7
DE	96	8	9	7
DE	94	9	7	8

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	9	7	7
LB2	58	9	7	7
LB3	59	14	11	14
LB4	59	11	11	11

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	10	10	10
FS1	36	9	10	10
FS2	36	9	10	10
RCB1	32	10	10	10
RCB2	32	10	10	10
RCB3	32	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	4	8	10	3
P	6	12	7	3

NEW YORK GIANTS

NFC EAST PLAYER RATINGS					
QUARTERBACKS					
	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	1	8	9	10	7
QB2	17	0	9	3	2
RUNNING BACKS					
	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	27	11	11	11	7
RB2	30	6	7	1	1
FB	33	7	6	6	2
RECEIVERS					
	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	9	8	5	7
WR2	39	6	7	2	4
WR3	81	12	1	7	8
WR4	80	8	2	2	4
TE1	86	6	3	3	3
TE2	87	7	2	3	3
OFFENSIVE LINE					
	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	76	305	8	8	
LG	61	280	6	8	
C	65	264	7	9	
RG	66	260	6	9	
RT	72	275	8	9	